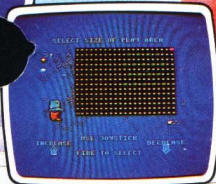




Screen pictures shown
may be different machine
versions of game.



AMSTRAD 464
664/6128

SILVER
199
RANGE

AMSTRAD 464/664/6128

SPACED OUT

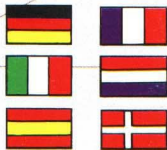
SPACED
OUT



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SPACED OUT

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THE GAME

To while away the hours in deep space while the robo boys look after the herds of Cybernetically Operated Wagons (COWS), Cowboys tend to get SPACED OUT quite frequently. The aim of the game is to get from the bottom left hand corner of their holographic screen to the top right hand corner without getting SPACED OUT by the army of NASTIES designed to make their life a little more difficult! Not only will you have to dodge the NASTIES but you will have to watch the penalty points.

LOADING

AMSTRAD 464 OWNERS

1. Place the re wound cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464 - DISK OWNERS

1. Hold down SHIFT and press the \bar{a} key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the re wound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

SPACED OUT is a game that can be played with either a Joystick connected to your Amstrad or with the following keys:

8=Up U=Down H=Left J=Right Space Bar=Fire

Select the size of the play area by increasing or decreasing its size. Push FIRE to select the required area. Similarly, the number of opponents can be increased or decreased and set by pushing the FIRE button.

The screen will then prompt you to push the FIRE button again and you're ready to get SPACED OUT.

Push FIRE to roll the dice which indicate the number of dots you must move vertically and horizontally, but when a double is thrown 2 moves must be made. Move left and right and select the direction and number by pushing FIRE. You cannot move ACROSS an opponent but you can move TO a square occupied by an opponent. This means that the opponent is SPACED OUT and removed. When the move is completed it is the opponent's turn. If they succeed in boxing you in, you're SPACED OUT and they move again and gain another NASTY.

PENALTY POINTS

There are 4 ways of incurring Penalty Points.

1. Time penalties

If you run out of time you will lose your remaining moves, incur 600 Penalty Points and another NASTY will appear. Time penalties are also incurred after the first 15 seconds (25 if a double is thrown).

2. Opponent Penalty

When a NASTY is removed during a move, 100 Penalty Points are scored.

3. Spaced Out Penalty

If you are boxed in you'll score 400 Penalty Points. Tell the computer that you're SPACED OUT by selecting the icon at the bottom right of the screen.

4. Throw Penalty

When you have used your allotted 20 moves, 100 Penalty Points are incurred for every extra move.

Remember that the penalties scored in the game will be the HANDICAP in the rematch. If you exceed the Handicap with penalties in the rematch YOU LOSE!

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